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(71) Applicants (for all designated States except US): **ADVANCED DIGITAL BROADCAST POLSKA SP. Z O.O.** [PL/PL]; Trasa Północna 16, PL-65-119 Zielona Góra (PL). **ADVANCED DIGITAL BROADCAST LTD.**; 15F, 205, Section 3, Pei-Hsin Road, Hsin-Tien City, Taipei County, 231 (TW).

(72) Inventor; and

(75) Inventor/Applicant (for US only): **PRZYBYLEK, Piotr** [PL/PL]; ul. Spawaczy 3b/7, PL-65-119 Zielona Góra (PL).

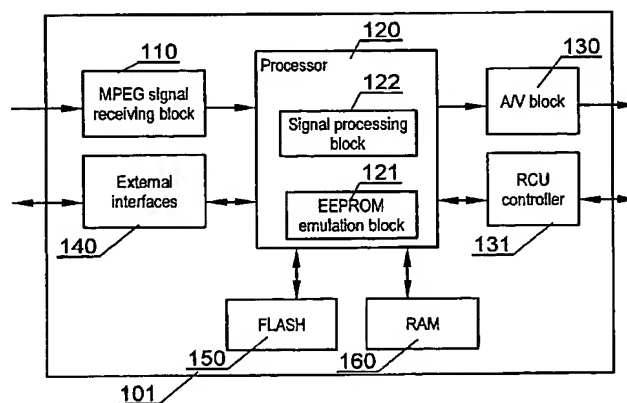
(74) Agent: **MASŁOWSKI, Andrzej**; Patent and Trade Mark Bureau, ul. Plebiscytowa 1, P.O. Box 310, PL-44-100 Gliwice (PL).

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(54) Title: A SOFTWARE METHOD OF EMULATION OF EEPROM MEMORY



(57) Abstract: The object of the invention is a software method of emulation of the EEPROM memory in another non-volatile memory, for example the Flash type memory. This method is applicable in systems, where in order to decrease costs of devices, using a non-volatile EEPROM memory, the existing memory is used, for example the Flash type memory for emulation of the EEPROM memory. The method according to the invention characterized in that after initiating the emulation, two sectors of the non-volatile memory are reserved, serving the function of the current sector and the auxiliary sector and two buffers are created in the operational memory, the first of which stores always the most current image of the emulated EEPROM memory, and the second stores the last patch, moreover the current sector of non-volatile memory is organized in such a way that a part of the sector contains the original image of the emulated memory, and remaining part is successively filled in with the patches, describing changes in the content of the original image of the emulated memory, in turn, at the time, when a new patch cannot be appended to the current sector, the functions of the sectors of non-volatile memory are changed, thanks to which the previously auxiliary sector of non-volatile memory is activated by saving the current image of the emulated memory from RAM memory to newly activated sector as a new original image of the emulated memory, however, after a correct writing, the content of the previously current sector of non-volatile memory is erased.

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